Links 2003 introduces the Real Time Swing!

1. Click the **Real Time** club icon.

   The icon and pointer disappear and you're ready to swing!

2. Move the mouse back (toward you) in a straight line.

   The golfer starts the backswing.

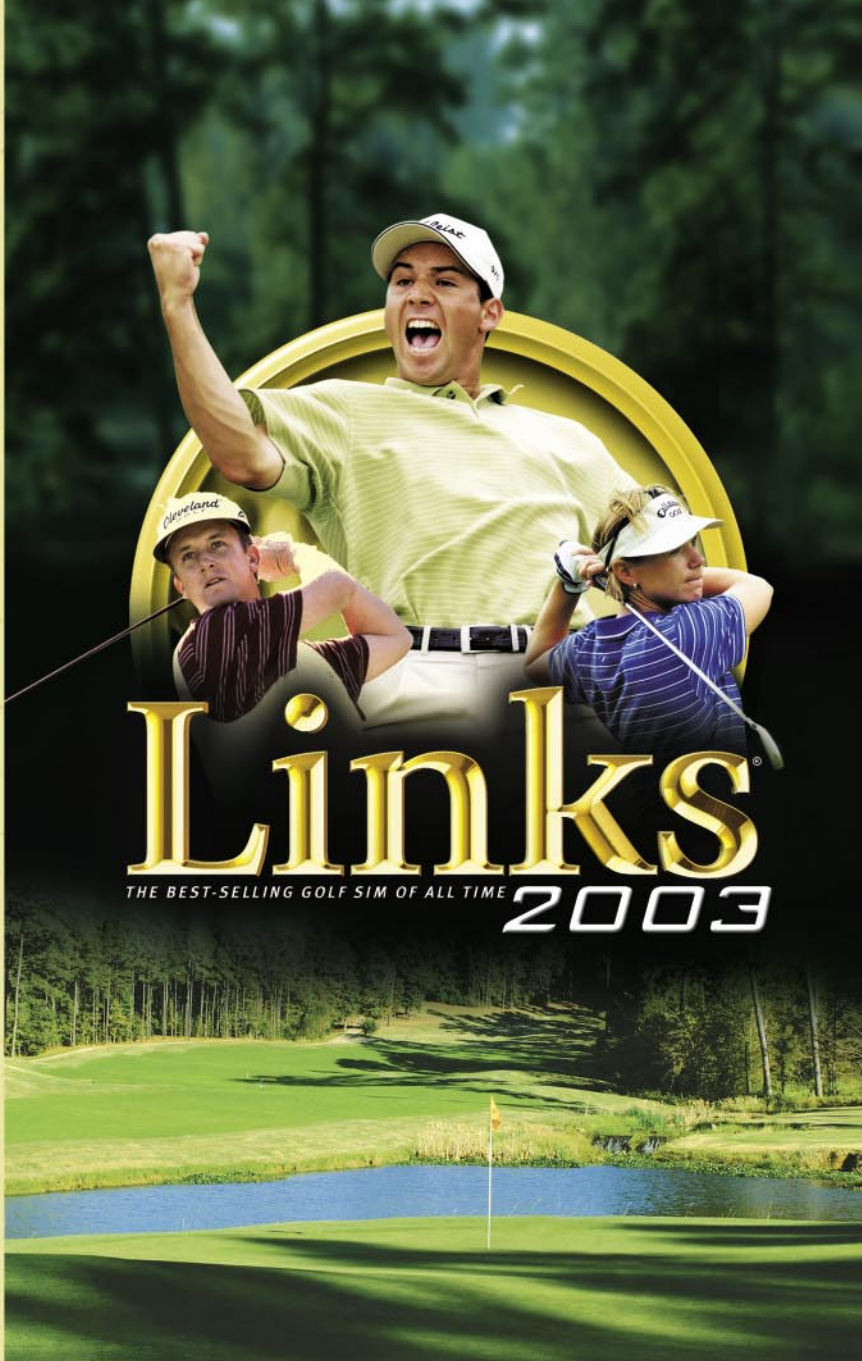
3. When the golfer reaches the desired length of the backswing, reverse direction, moving the mouse straight forward (keeping the two arrows aligned behind the ball) to complete the swing.

No clicking required!

EVERYONE
E
CONTENT RATED BY ESRB

0702 Part No. X08-87784

Microsoft game studios



Safety Warning

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by taking the following precautions:

- Play in a well-lit room.
- Do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Information in this document, including URL and other Internet Web site references, is subject to change without notice. Unless otherwise noted, the example companies, organizations, products, domain names, e-mail addresses, logos, people, places and events depicted herein are fictitious, and no association with any real company, organization, product, domain name, e-mail address, logo, person, place or event is intended or should be inferred. Complying with all applicable copyright laws is the responsibility of the user. Without limiting the rights under copyright, no part of this document may be reproduced, stored in or introduced into a retrieval system, or transmitted in any form or by any means (electronic, mechanical, photocopying, recording, or otherwise), or for any purpose, without the express written permission of Microsoft Corporation.

Microsoft may have patents, patent applications, trademarks, copyrights, or other intellectual property rights covering subject matter in this document. Except as expressly provided in any written license agreement from Microsoft, the furnishing of this document does not give you any license to these patents, trademarks, copyrights, or other intellectual property.

© 2002 Microsoft Corporation. All rights reserved. Microsoft, Windows, Windows NT, the Microsoft Game Studios logo, and *Links 2003* are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries/regions.

Developed by Microsoft Corporation.

Microsoft and the Microsoft logo are trademarks of Microsoft.

The names of actual companies and products mentioned herein may be the trademarks of their respective owners.

Table of Contents

1 **Installing Links 2003**

2 **Starting Links 2003**

3 **Creating Your Player**

4 **Starting a New Round**

5 **Customizing a New Round**
(Play Golf)

6 **Selecting a Club**

7 **Aiming Your Shot**
Rotating Your Golfer

8 **Classic Swing Type**
Chipping

9 **Post-Shot Options**
Dropping

10 **Putting**

11 **Practice**

12 **In-Game Menus**

13 **Display Options**

14 **Swing Types**
Sand Shots

15 **Rules & Modes of Play**
Mulligans & Gimmes

16 **Online Play**

17 **Links Career**

18 **Arnold Palmer Course Designer 1.5**

Legend

This manual's design is inspired by real-life golf course *caddy books* (also known as *course managers*). Such guide booklets provide helpful information about each of the courses' 18 holes, including par and handicap, graphic illustrations, a written description, yardages, and pro tips.

Like a caddy book, this manual provides helpful information, instructions, and tips on 18 topics, which are listed in the Table of Contents. Each of the 18 topics contains a topic title (such as "Installing Links 2003"), followed by a description of the topic written in the style of a caddy book (as if the topic were a golf hole).

Each topic has the following:

An illustrated fantasy hole depicting the theme of the current topic.

The *Links 2003* crest with topic number.

The name of the fantasy hole, its par, and the topic's handicap rating (its complexity relative to the other topics—1 is the most complex, 18 is the simplest).

5
LINKS 2003
Ol' Greenthumb
Par 4 | Handicap 14
Customizing a New Round
TIP
To hand-pick pin positions for each green, select Custom Pin Positions, and then Custom Pins.
NOTE
Galleries are the crowds at golf events; Tournament Objects are 3D structures, such as grandstands and camera towers.
FYI
Click CourseManager to add or delete courses, view course IDs and videos, or see a list of recorded players. In the Course Manager screen, click Help for more details.
Easy par or tough bogie? Create your own luck here on the 5th Topic. Wind, green conditions, and pin positions all come into play. It's a true risk/reward and you get to call the shots!
To customize a new round
1. On the Main Menu, click Play Golf.
2. In the Play Golf screen, click New Round.
3. Under Course to Play, select a course from the drop-down list.
4. Under the selected course, select the number of holes you want to play from the drop-down list.
5. Under Options, click Galleries & Tournament Objects options (see NOTE 1) in the drop-down lists.
6. Under Rules, verify (or change) the mode of play and Mulligan & Gimme options (see topic 15).
7. Under Conditions, select your preferred course conditions from the following drop-down lists:
Wind conditions—Wind strength.
Green Speed—How fast the ball rolls on the green.
Green Hardness—How hard the ball bounces when it lands on the green.
Pin Positions—Hole locations (see TIP).
8. Click Next.
9. In the Players In the Game screen, click Add Player, and then select players for the round.
10. Specify Swing Type, Tees, and Caddy. Select Record to record a player's round (see NOTE 2).
11. When finished, click Begin Play.
IMPORTANT!
Using the Aiming Marker is the only way to aim your shot. Using the Rotate function to aim your shot will not work.

TIP
Helpful gameplay hint.

NOTE
Extra detail.

FYI
Reference to where you can find additional information.

IMPORTANT!
Information you need to know.

Lanny's Doormat
Par 3 | Handicap 17

Installing Links 2003

This opening topic should get you off to a running start—it practically plays itself, so just sit back and take what the Setup gives you. Should be an easy par.

IMPORTANT!

Links 2003 requires Microsoft® Windows® 98, Windows® Millennium Edition, Windows XP, or Windows® 2000; 400 MHz processor; 64 MB RAM (128 MB RAM required for Windows XP); 16 MB video card.

To install Links 2003

1. Insert the *Links 2003* CD 1 into your CD-ROM drive. If Setup does not run automatically, proceed to step 2.
2. From your desktop, double-click **My Computer**.
3. In the My Computer window, double-click the CD-ROM icon.
4. Click **Install**. Setup will guide you through the installation process.

FYI

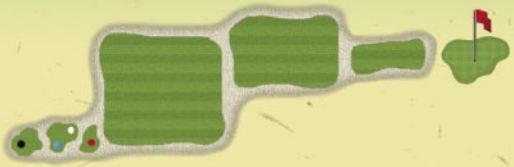
New Features in *Links 2003* include:

Real Time Swing. The golfer swings simultaneously as you move the mouse. See topic 14 ("Swing Types").

Green Analyzer. A viewing mode that offers a quick way to analyze the green from any angle. See topic 10 ("Putting").

Putting Assistant. Novice golfers get help lining up their putts. See topic 10 ("Putting").

Links® Match Maker, E-mail Tournaments. Set up or join online games. See topic 16 ("Online Play").



Quintuple Point
Par 5 | Handicap 18

Starting Links 2003

This 2nd topic has the lowest handicap of all 18—five quick clicks and you're there! Or, if you created a *Links 2003* desktop icon during installation, double-click it to get there in two!

To start Links 2003

1. From the **Start** menu, point to **Programs**, point to **Microsoft Games**, and then point to ***Links 2003***.
2. Click ***Links 2003***. The Main Menu is displayed:

QUICK START—Begin play using default settings (see topic 4).

PLAY GOLF—Customize settings before starting a new round (see topic 5).

LINKS CAREER—Start a Links career (see topic 17).

ONLINE—Select an online play option (see topic 16).

OPTIONS—Select settings for Game, Graphics and Sound (see next page).

LESSONS—Take an interactive lesson (see TIP).

CONNECTION—Select online connection settings.

TIP

Want a Pro to teach you how to play *Links 2003*? You can take interactive lessons on aiming, swinging (for all swing types), chipping, putting, and dropping. It's like going to the practice green or driving range with the Club Pro!

To take an interactive lesson

On the Main Menu, click **Lessons**, and then click the lesson you want.
–or–
During a round, click the **Menu** tab in the bottom-right corner, click **Lessons**, and then click the lesson you want.

Options

Click **Options** on the Main Menu to display the Options screen, which is divided into three sections: Miscellaneous, Stats, and Settings. The only options important to getting started are under Settings:

- GAME SETTINGS—Select options for yards vs. meters, your scorecard, animations, hole previews, and so on.
- GRAPHIC SETTINGS—Select options for video cards, display modes, course animations, dynamic cameras, resolution vs. redraw speed, and so on.
- SOUND SETTINGS—Select or edit sound scripts, set volume and channels, turn on or off course, crowd, and golfer sounds, and so on.

To select Game, Graphic, or Sound settings

1. In the Main Menu screen, click **Options**.
2. In the Options screen, under Settings, click the desired setting.

–or–

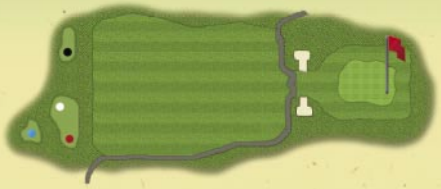
1. During a round, click the **Menu** tab in the bottom-right corner of the screen, and then click **Preferences**.
2. In the Preferences screen, click the desired settings button.

FYI

Click **Help** in any screen to open the Links Help Menu and get context-sensitive information, as well as an index of almost 300 Help topics.

NOTE

The Options screen is one of many setup screens without a Next, OK, or Finish (or other command) button. To exit the screen, click **Back**.



Frankenstein
Par 5 | Handicap 9

Creating Your Player

Here's your opportunity to show what kind of Links player you are. Fashion your own unique approach, and then finish #3 as a golfer to be reckoned with!

To use the Create Player Wizard

1. Type your name in the Player Name box.
2. From the Golfer Model drop-down list, select a 3D model for your player.
3. Click the arrows under Shirt, Pants, and Skin (if available) to select your player's appearance.
4. From the Photo drop-down list, select a photo for your player (see TIP 1).
5. From the Sound Script drop-down list, select a voice for your player.
6. Specify if your player is right- or left-handed, and then click **Next**.
7. Select a Skill Level (see **NOTE**) and Tee position.
8. Specify if you want to Use Caddy and/or Use Putting Assistant (see TIP 2), and then click **Next**.
9. Select a Swing Type (see topic 14) and Swing Orientation (if applicable).
10. Select your Grid preferences (see TIP 3, next page), and then click **Next.**
11. Select your player's clubs, and then click **Finish**.
12. You can click the **Settings**, **Personality**, **Clubs**, or **Club Distances** tabs to view or edit your player's attributes. When you're finished, click **OK**.

TIP 1

You can import your own photo! At step 4, click **Browse**, and then click **Help**.

NOTE

Amateur: No hooks or slices; Putting Assistant available.
Professional: Moderate hooks and slices; partial Putting Assistant available.
Championship: Full hooks and slices; no Putting Assistant.
Elite: Severe hooks and slices; aiming in Main Cam only; no Grid or Putting Assistant available.

TIP 2

The *Caddy* recommends a club for each shot. The *Putting Assistant* helps Amateur and Professional level players to aim their putts (see topic 10).

IMPORTANT!

The Create Player Wizard appears automatically only the first time you start *Links 2003*. To create other new players, or to edit your player after it has been created, follow the steps below:

To create a new player

1. On the Main Menu, click **Options**.
2. In the Options screen, click **Players**.
3. In the Players screen, click **Create New Player**.
4. Select a Player Type (see FYI), and then click **Next**.
5. Follow the steps for using the Create Player Wizard (previous page).

To edit a player

1. On the Main Menu, click **Options**.
2. In the Options screen, click **Players**.
3. In the Players screen, under Player, click the Player you want to edit in the Select Player drop-down list.
4. Click the **Settings**, **Personality**, **Clubs**, or **Club Distances** tabs, and then make your changes.
5. To save your changes and return to the Options screen, click **OK**.

TIP 3

The *Grid* overlays the terrain, highlighting its contours, and is especially useful for reading putts.

FYI

For more golfer options, click **Golfer Settings** in the Options screen.

FYI

Computer Opponents can be created and then competed against. Refer to Help (topic: "Computer Opponents").

FYI

For information on cloning, deleting, or renaming a player, click the respective button, and then click **Help**.

Whirlwind
Par 4 | Handicap 16

Starting a New Round

This topic can play out two ways: take the "scenic route" by customizing the gameplay and course conditions with the **Play Golf** approach, or take a straightforward shortcut by using the **Quick Start** method.

To use Quick Start

1. On the Main Menu, click **Quick Start**.
2. In the Quick Start screen, click a course in the Course to Play drop-down list.
3. Select the number of players for the new round (1–4).
4. From the Players in the Game drop-down list, select the players.
5. Click **Begin Play**.

Play Golf: Customize a New Round

Unlike Quick Start, which uses default settings such as Stroke mode of play (see FYI 1), no wind, average green speed and hardness, and so on, **Play Golf** lets you choose your own preferences (see topic 5).

Links 2003 Main Cam

Whether you choose to Quick Start or Play Golf, the first thing you see when you begin a new round is the *Main Cam*. See FYI 2 (this page) and the graphic (next page). This is the primary viewing window in *Links 2003*.

FYI 1

Stroke is the most common mode of play in golf. Players compete individually to finish a round with the fewest strokes. For more information on the many modes of play available in *Links 2003*, see topic 15.

FYI 2

Cam (an abbreviation of *camera*) refers to any viewing window in *Links 2003*. For more information on cams, see topic 13.

Player Information
Course Information
Top Cam
Displays an overhead view of the hole.
Slope, Wind, and Lie Indicators
Display the slope of the terrain on which the ball lies, the direction and strength of the wind, and the type of terrain on which the ball lies.
Elevation Information
Displays the differences in elevation between the ball, the Aiming Marker, and the hole.
In-Game Menus
See topic 12.
Swing Gauge/Icon
Click to execute the swing (see FYI).
Aiming Marker
See topic 7.

FYI

The gauge shown is the Classic swing gauge. Each of the other swing types (Easy Swing, PowerStroke™, and Real Time Swing) has its own gauge or icon. See topic 14.

Ol' Greenthumb
Par 4 | Handicap 14

Customizing a New Round

Easy par or tough bogie? Create your own luck here on the 5th Topic. Wind, green conditions, and pin positions all come into play. It's a true risk/reward and you get to call the shots!

To customize a new round

1. On the Main Menu, click **Play Golf**.
2. In the Play Golf screen, click **New Round**.
3. Under Course to Play, select a course from the drop-down list.
4. Under the selected course, select the number of holes you want to play from the drop-down list.
5. Under Options, click Galleries & Tournament Objects options (see **NOTE 1**) in the drop-down lists.
6. Under Rules, verify (or change) the mode of play and Mulligan & Gimme options (see topic 15).
7. Under Conditions, select your preferred course conditions from the following drop-down lists:
   Wind conditions—Wind strength.
   Green Speed—How fast the ball rolls on the green.
   Green Hardness—How hard the ball bounces when it lands on the green.
   Pin Positions—Hole locations (see TIP).
8. Click **Next**.
9. In the Players in the Game screen, click **Add Player**, and then select players for the round.
10. Specify Swing Type, Tees, and Caddy. Select **Record** to record a player's round (see **NOTE 2**).
11. When finished, click **Begin Play**.

TIP
To hand-pick pin positions for each green, select **Custom Pin Positions**, and then **Custom Pins**.

NOTE 1
Galleries are the crowds at golf events; *Tournament Objects* are 3D structures, such as grandstands and camera towers.

FYI
Click **CourseManager** to add or delete courses, view course IDs and videos, or see a list of recorded players. In the Course Manager screen, click **Help** for more details.

NOTE 2
For information on recording a player's round, refer to the Help Index (topic: "Recording a Player").

Selecting a Club

You finally get to let out the shaft! Selecting a club is one of the easiest things to do in *Links 2003*. However, selecting the *correct* club (and knowing what to do with it!) is what separates the birdies from the bogies!

To select a club

1. Move the pointer to the bottom of the screen, and then click the **Clubs** Menu tab.
2. On the Clubs Menu, click a club to select it. The selected club will be displayed in the Swing Gauge (if you're using the Classic or Easy Swing) or club icon (if you're using PowerStroke or Real Time Swing).

Using the Club Gizmo

The quickest way to select a club or change shot types is by using the **Club Gizmo**:

1. Right-click the **swing gauge** or **club icon**.
   –or–
   Press **TAB**.
   –or–
   If you have a three-button mouse, click the middle button.
2. Select a club (or shot type).
3. Click **Close** or move the pointer off.

Caddies' Bane
Par 3 | Handicap 15

FYI
If you want to change one or more of the clubs in your bag, you'll need to edit your player. See topic 3.

TIP
Want to customize your stance, swing plane, or trajectory? Click **Setup** on the Clubs Menu or Club Gizmo. For details, click **Help** in the Advanced Shot Setup screen.

TIP
To display the average distance of a club, move the pointer over it in the open Clubs Menu or Club Gizmo.

Candy Cane
Par 4 | Handicap 12

Aiming Your Shot

FYI
Take an interactive lesson on aiming! Once you're on the tee, click the **Menu** tab in the bottom-right corner of the screen, click **Lessons**, and then click **Aim Lesson**.

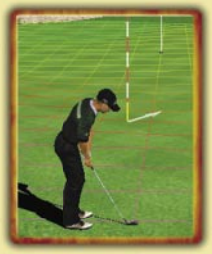
TIP
You can position the Aiming Marker in any cam!

TIP
As the Aiming Marker moves, the Elevation Information displays distances between the ball, Aiming Marker, and hole (see graphic above).

Don't look past this one! Swing away without aiming first and you're just asking for a triple-bogie. Before teeing off, look for the red and white striped pole. This Aiming Marker is automatically aligned to the center of the fairway (or to the flagstick). The astute golfer takes nothing for granted, however, and will reposition the Aiming Marker to compensate for shot type and distance, wind, or obstacles.

To aim your shot

1. Press and hold the left mouse button to display the Aiming Marker.
2. Drag the Aiming Marker to the position you want.
3. To display the Aiming Marker without moving it (or to hide it), right-click.



Breakline Indicator

When the Aiming Marker is on the green, an indicator line shows the direction in which the terrain slopes from the Aiming Marker's current position. The Aiming Marker also functions as a gauge; its base turns yellow and rises like a thermometer to indicate increased steepness. Off the green, the Breakline Indicator disappears, but can be displayed by pressing and holding **SHIFT** while aiming.

IMPORTANT!
Using the Aiming Marker is the only way to aim your shot. Using the Rotate function to aim your shot *will not work*.

Rotating Your Golfer

Rotating your golfer simply changes the view in the Main Cam, though this can be useful in some situations, such as being too close to an obstacle to find a valid position for the Aiming Marker. For example, if your ball lies at the base of a massive boulder, you may need to rotate toward the fairway, set the Aiming Marker, and then chip out.

To rotate your golfer

1. Move the pointer to the bottom of the screen, and then click the **Rotate** Menu tab.
2. To rotate toward the flagstick, click the flag icon; to rotate toward the Aiming Marker's current position, click the Aiming Marker icon; or, to rotate left or right, click the left or right arrow.
3. When you're finished, click **OK**, or move the pointer off the Rotate Menu.

NOTE
The position of the Aiming Marker has no effect on the distance of your shot, *unless you're using Easy Swing*, in which case the Aiming Marker determines *both* the direction and distance of your shot. See topic 14 ("Swing Types").

TIP
Press and hold **CTRL** while aiming and the golfer will disappear. This can be useful for shots where you've rotated or if the golfer is obstructive.

C-Side
Par 4 | Handicap 3

Classic Swing Type

The 8th topic is a true classic—the time-honored, traditional Links swing type. This one's a true gauge of shot-making skill, which is why it's the third-highest handicap topic. Just swing easy and don't be disappointed if you don't birdie #8 your first time through.

To use Classic swing

1. Move the pointer over the Classic swing gauge.
2. Click to start the swing. A yellow indicator band moves clockwise around the gauge.
3. When the indicator band reaches the green line at the 12 o'clock position, click to set the power of your swing (see TIP 1). The indicator band continues to the end of the gauge, turns red, and then reverses direction.
4. When the indicator band reaches the green line at the 6 o'clock position, click to set the straightness of your shot. Your golfer will now execute the swing.

Hooking and Slicing

The green line at the 6 o'clock position represents a straight shot. Click too soon and the ball will hook; click too late and the ball will slice. The further you click from the green line—and the more you overswing on the power—the more severe the effects.

Chipping

A chip is a partial swing. When using the Classic (or any other) swing type, there is no ideal power setting—on the gauge or otherwise. The distance of a chip shot is determined solely by which club you use and how accurately you set the power when you swing.

To select Chip mode

1. Move the pointer to the bottom of the screen, and then click the **Clubs** menu tab (or open the Club Gizmo—see topic 6).
2. Select **Chip**.
   –or–
   Press **ALT + H**.

FYI

Take an interactive lesson on using the Classic swing! Once you're on the tee, click the **Menu** tab in the bottom-right corner of the screen, click **Lessons**, and then click **Basic Swing Lesson**.

TIP 1

The green line at the 12 o'clock position represents full power. Click earlier for a shorter, smoother swing; click later to hit the ball farther, but with less control.

TIP 2

If Mulligans are allowed (see topic 15), right-click or press **CTRL + Z** after hitting the ball to stop a shot immediately.

TIP

You can also execute the Classic swing by pressing and holding the left mouse button, releasing at the 12 o'clock position, and then clicking at the 6 o'clock position to set the direction.

FYI

There are three other swing types: Real Time Swing, PowerStroke™, and Easy Swing (see topic 14).

NOTE

The Chip swing gauge displays the average distance of a *full* chip with the selected club.

Post-Shot Options

FYI
A *Gimme* is a putt the golfer assumes will be made, so the ball is picked up and one stroke is added to the score; a *Mulligan* is another attempt at a shot, without penalty. You can select Gimme distances and the number of Mulligans allowed. For details, see topic 15.

Take a breather here on the final topic of the Front Nine. Hit away, and then look for the Post Shot Selection screen. There's nothing too tricky here, unless you have to "drop." If you make an especially good shot, try choosing the Replay feature and savor the moment.

Post Shot Selection

SHOT DISTANCE—In Air, Total and Distance to Pin.

LIE—The terrain type on which the ball came to rest.

NEXT UP—The player next to hit.

INSTANT REPLAY—Show a replay of your shot.

DROP-DOWN MENU—Select a replay angle.

REHIT/GIMME—Click Rehit to retake your shot with a one-stroke penalty. If Gimmes are allowed, the Rehit button sometimes changes to a Gimme button (see FYI).

PICK UP BALL—Quit the hole and score a 12.

SAVE SHOT—Save a replay of your shot.

DROP—If the ball is not in play, drop in a playable location.

MULLIGAN—Take a Mulligan, if allowed.

CONTINUE—Accept your shot and continue.

Dropping

After hitting a shot into a hazard, the Continue button (in the Post Shot Selection screen) changes to a Drop button. If the ball comes to rest on a cart path, the button changes to Free Drop, meaning you can drop without penalty. In all other instances, a drop will add an extra stroke to your score.

To use Drop

1. In the Post Shot Selection screen, click **Drop**.
   –or–
   Move the pointer to the bottom of the screen, click the **Shot Options** menu tab, and then click **Drop**.
   –or–
   Press **ALT + R**.
2. The ball appears in the recommended drop position. Click within the drop zone to find another playable position.
3. When the ball is where you want to drop it, click **Drop Here** on the Drop menu.

FYI
Taking the drop interactive lesson is highly recommended! During a round, click the **Menu** tab in the bottom-right corner of the screen, click **Lessons**, and then click **Drop Lesson**.

TIP
If, when dropping, you can't drop into a playable area, there is a second drop. If you still can't find a playable position, you can drop at the spot where your ball first hit the ground.

Screamin' Gimme
Par 5 | Handicap 1

Putting

The Back Nine begins with the toughest topic of them all—putting! Some alterations have been made to #10, including a Putting Assistant for less-experienced players and a Green Analyzer feature. Also, there are now *two* Classic Putting gauges, including one for short putts, making "rolling the rock" even more realistic.

FYI

Take an interactive lesson on putting! Click the **Menu** tab in the bottom-right corner of the screen, click **Lessons**, and then click **Putting Lesson** under whichever swing type you're using.

TIP

If you're using the Classic swing type and playing on the Amateur level, whenever the Putting Assistant is used, the correct power for the putt is indicated by a red dot on the putting guage.

Reading the Green

Five tools help you to read the green:

Breakline Indicator: See topic 7.

Elevation Info: Displays the elevation changes (and distances) between the ball, Aiming Marker, and hole.

Grid: Overlays the terrain, making contours easier to discern. Unavailable to *Elite* skill level players.

Putting Assistant: For *Amateur* skill level players, recommends a specific line for each putt and, as you aim, the correct power for the putt is indicated on the swing meter. For *Professional* skill level players, displays only an approximate line. Not available on *Championship* or *Elite* skill levels.

Green Analyzer: Provides an easy way to assess your putt from all angles. Unavailable to *Elite* skill level players.

To turn the Grid on or off

1. Move the pointer to the bottom of the screen, and then click the **Display** menu tab.
2. On the Display menu, click **Grid**.
   –or–
   Press **ALT + G**.

To use the Putting Assistant

1. Your player must be Amateur or Professional skill level (not Championship or Elite, see topic 3), and the ball must be on the green.
2. Press and hold the left mouse button, and then move the mouse. The Aiming Marker, Breakline Indicator, and Putting Assistant (when in range) are displayed.
3. When the Putting Assistant displays the suggested line between the ball and the hole, release the left mouse button to set the aim.

To use the Green Analyzer

1. Move the pointer to the bottom of the screen, and then click the **Display** menu tab.
2. On the Display menu, click **Green Analyzer**.
3. Follow the onscreen instructions. For more information, click **Help**.
4. When you're done analyzing the green, click **OK**.

FYI

The Putting Assistant option is selected when a player is created. To disable this option permanently, you must edit the player (see topic 3).

NOTE

The Putting Assistant can be disabled during a round, but this will prevent all players from using it.

To turn off the Putting Assistant

1. Click the **Menu** tab in the bottom-right corner, and then click **Preferences**.
2. Click **Game Settings**, and then clear the **Enable Putting Assistant** check box.

FYI
For instructions on using the Aiming Marker, see topic 7.

NOTE
There are two Classic putting gauges, one for putts over 25 feet and one for putts under 25 feet (shown). Refer to the graphic for approximate putting distances on a flat green with medium speed and hardness.

FYI
The techniques for aiming and reading the green are the same with all swing types. For instructions on putting with the other swing types, see topic 14.

Aiming Your Putt

As with all shots, the position of the Aiming Marker determines the direction of the putt, but it must be positioned to compensate for undulations on the putting surface.

To putt using Classic swing

1. Move the mouse pointer over the Classic Putting gauge (see **NOTE**).
2. Click to start the putt.
3. Click again to set the power of the putt.
4. The indicator band reverses direction. When it reaches the green line at the 6 o'clock position, click to set the straightness of the putt (toward the location of the Aiming Marker).

Practice

Free Range
Par 3 | Handicap 13

This one's wide open, so grip it and rip it. Forget your scorecard and focus on the experience. You'll pay your dues on #11, but as they say: *practice makes perfect...*

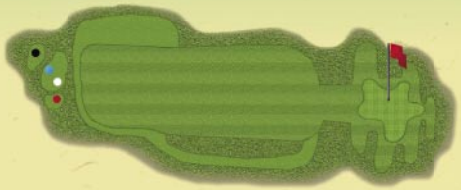
To practice

1. On the Main Menu, click **Play Golf**.
2. In the Play Golf screen, click **Practice**.
3. Under Course to Practice, select the course you want to play from the drop-down list.
4. Under Holes to Practice, select the hole(s) you want to practice on (see **NOTE**).
5. From the Player drop-down list, select your player.
6. Under Conditions, select the course conditions from the drop-down lists.
7. Select a Practice mode (Play Through, Driving Only, Chipping Only, or Putting Only).
8. Click **Begin Play**.

TIP
A new practice feature is the Driving Range, which offers a variety of greens and flagsticks at different distances.

NOTE
The Practice feature allows you to drive, chip, or putt on any hole of all *Links 2003* golf courses. Play through or select only those holes you want to practice on.

FYI
In Practice mode, the Shot Options Menu contains three extra options: New Position, Next Hole, and Practice Settings (see topic 12).



Bag o' Tricks
Par 3 | Handicap 8

In-Game Menus

It's a blind approach into the 12th topic's hidden menus, but don't be afraid to open 'em up! Knowing what your options are will make the game a whole lot easier, and becoming familiar with the five in-game "bags of tricks" is what separates the pros from the hackers.

To open an in-game menu

1. During a round, move the pointer to the bottom of the screen.
2. The five in-game menu tabs are displayed. Click any tab to open the respective menu.

Rotate

Rotate the view. This *is not* used to aim (see topic 7).

Shot Options

SWING OPTIONS [ALT + W]—See topic 14.

GIMME [ALT + E]—Take a Gimme, if allowed (see topic 15).

SKIP TO PLAYER [ALT + K]—Allow players to hit out of order (see **NOTE 1**).

ADDRESS [ALT + A]—Move your golfer away from (or back to) the ball to allow a practice swing.

DROP [ALT + R]—Drop to a playable lie. See topic 9.

NEW POSITION [ALT + Y]—(See **NOTE 2**) Move to a new location on the current hole.

NEXT HOLE [ALT + N]—(See **NOTE 2**) Advance to the next selected hole.

PRACTICE OPTIONS [ALT + I]—(See **NOTE 2**) Change Practice options.

Display

Select Cams and other display options (see topic 13).

Clubs

Select a club or shot type. For information on selecting a club to make a shot, see topic 6. For information on choosing the 14 clubs a player can carry, see topic 3.

SETUP—Advanced shot options (see FYI).

STRAIGHT—Standard full swing.

DRAW—A shot curving left (right-handed swing).

FADE—A shot curving right (right-handed swing).

PUNCH—A low trajectory shot.

FLOP—A high trajectory shot.

CHIP—A partial swing.

Menu

ADD PLAYER—Add a player to the current round.

REMOVE PLAYER—Remove a player from the round.

PREFERENCES—Customize the gameplay with Sound Options, Game Settings, Graphic Settings, and Multiplayer Settings, if applicable (see topic 2).

HELP—Open the Links Help Screen.

LESSONS—Go to the Lessons screen and get interactive instruction on how to play *Links 2003*.

SAVE GAME—Save the current round (so you can resume it later—see **NOTE**).

END ROUND—Return to the Main Menu.

EXIT LINKS [ESC OR ALT + F4]—Exit to Windows.

NOTE 1

The *Skip to Player* option will not work when playing alone or if you are the only player who has not completed the current hole.

NOTE 2

The last three items on the Shot Options Menu (New Position, Next Hole, and Practice Options) are only available in Practice mode (see topic 11).

TIP

Menu is the only in-game menu tab always displayed.

FYI

For details on the Setup feature, refer to the Help Index (topic: "Advanced Shot Setup").

NOTE

To resume a saved game

1. On the Main Menu, click **Play Golf**.
2. In the Play Golf screen, click **Load Saved Game**.
3. In the Resume Saved Game screen, make a selection from the Existing Saved Games, and then click **Resume**.

Vista Royale
Par 4 | Handicap 7

Display Options

Welcome to the picture-perfect 13th, a visionary topic offering an eye-popping selection of camera views, chat windows, and information displays. You'll also have a chance to show off your stellar stats.

To open the Display menu

1. Move the pointer to the bottom of the screen, and then click the **Display** menu tab.

CAMERAS—Select up to 8 windows (in addition to the Main Cam) with unique views of the current hole.

INFO VIEWS—Display a chat window (available when playing online) or a view with information about the previous shot.

SPOT PIN [ALT + P]—Display the direction from your ball to the flagstick.

TRACER [ALT + T]—Display a visible line showing the flight path of your shot.

GRID [ALT + G]—Display a Grid over the terrain. See topic 10.

SCORECARD [ALT + SP]—Display players' scores for the current round.

HOLE PREVIEW [ALT + B]—Display the Hole Preview window with Pro Tip.

PLAYER STATS—Display your individual statistics.

GAME STATS—Display stats from the current round.

GREEN ANALYZER—See topic 10.

To display a Cam (or Info View)

1. Move the pointer to the bottom of the screen, and then click the **Display** menu tab.
2. On the Display menu, move the pointer over Cameras (or Info Views), and then click a **Cam** (or **Info View**) to select it. The new Cam (or Info View) will be displayed.

GOLFER CAM—A dramatic elevated view of the golfer.

LANDING CAM—A view of where your shot is expected to land, facing the pin.

REVERSE LANDING CAM—A view of where your shot is expected to land, facing back toward the golfer.

PIN CAM—A view from behind the green.

PROFILE CAM—A graphic displaying the distance and elevations between the ball and Aiming Marker.

SIDE CAM—An elevated profile view of the golfer, the flagstick, and everything in between.

SMART CAM—A dynamic camera that switches between various views to track the shot.

TOP CAM—An overhead view (see **NOTE**).

CHAT VIEW—A chat window for communicating with others when playing online.

LINKS MATCH MAKER CHAT VIEW—A chat window for communicating with your Contacts when playing online with Links® Match Maker.

LAST SHOT INFO—Display stats of the last shot.

NOTE
Cams (short for *cameras*) are the windows in which the gameplay takes place.

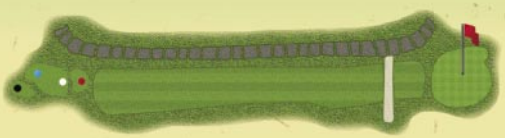
TIP
Can't see the green from where you are? Select **Spot Pin** on the open Display Menu.

TIP
All Cams can be resized, moved, and closed like a standard Microsoft window. Also, in any open Cam, you can change settings or switch to another Cam. Simply move the pointer to the top of the Cam to reveal the hidden task bar.

NOTE
The Top Cam is automatically open the first time you play a round.

TIP
If the screen is taking a long time to redraw, try closing one or more Cams.

Bruce Tracks
Par 5 | Handicap 2



Swing Types

FYI
Take an interactive lesson on any of the four swing types! Click **Lessons** from the **Main Menu**.

TIP
Easy Swing shots are hit to the location of the Aiming Marker, or to the club's maximum distance, whichever is closer.

IMPORTANT!
The distance of Easy Swing shots can be affected by wind, roll, lie, shot trajectory, and terrain.

TIP
When putting with Easy Swing, place the Aiming Marker 1 to 2 feet past the hole.

The 14th topic—the second-highest handicap—is all about *style*. With two distinctive and uniquely original features—PowerStroke™ and Real Time Swing—this is undoubtedly the *Links 2003* signature topic.

- Easy Swing—A very simple swing type, designed specifically for young children. See below.
- Classic—The traditional Links swing type. See topic 8 ("Classic Swing Type").
- Real Time Swing—No swing gauge—just slide the mouse and the golfer swings simultaneously.
- PowerStroke—Activate a swing gauge by sliding the mouse to replicate the "real-life" golf swing.

To select a swing type
1. Move the pointer to the bottom of the screen, and then click the **Shot Options** menu tab.
2. On the Shot Options menu, select **Swing Options**.
3. Select a **Swing Type**.
4. If you select PowerStroke, select a **Swing Orientation**, and then click **OK**.

To Easy Swing
1. Position the Aiming Marker (see TIPs).
2. Move the pointer over the Easy Swing gauge and click once.

To Real Time Swing
1. Click the Real Time club icon.The icon and pointer disappear you're ready to swing (see TIP 1).
2. Move the mouse backward in a straight line. As you do, the golfer starts the backswing.
3. When the club reaches the desired length of the backswing (see TIP 2), stop, and then move the mouse forward.
4. Accelerate into the point of impact (see TIP 3). The club automatically strikes the ball—you don't have to click.

Adjusting Mouse Swing Sensitivity
The instant you strike the ball, the Real Time Swing display appears. Your clubhead speed is shown in the bottom-left corner. The 1 Wood (driver) should reach a clubhead speed of at least 100.0 (mph). If it doesn't, you may have to adjust the mouse swing sensitivity.

To adjust mouse swing sensitivity
1. Move the pointer to the bottom of the screen, and then click the **Shot Options** menu tab.
2. On the Shot Options menu, click **Swing Options**.
3. In the Swing Options dialog, drag the Mouse Swing Sensitivity slider to the right (to increase) or left (to decrease).

TIP 1
To exit Real Time Swing mode without swinging, right-click or press **ESC**.

TIP 2
When using the Real Time Swing, the length of the backswing is crucial in determining the distance of a shot, especially when chipping or putting.

TIP 3
To hit a straight Real Time shot, the white and yellow arrows behind the ball should be aligned at impact.

TIP 1
To exit without swinging (after clicking the club icon), right-click or press **ESC**.

FYI 1
For more details on PowerStroke, refer to the Help Index (topic "PowerStroke Swing").

TIP 2
If your shots are consistently short, see Adjusting Mouse Swing Sensitivity (previous page). Mouse sensitivity is the same for Real Time Swing or PowerStroke.

FYI 2
For more information on the Tempo Meter, refer to the Help Index (topic: "Tempo Meter").

To use PowerStroke

1. Click the PowerStroke club icon. The pointer is confined within the swing gauge (see TIP 1).
2. Click to start the swing.
3. From your starting point, slide the mouse to the right (or left). This is the backswing. The clubhead on the swing gauge moves simultaneously.
4. When the club reaches the top of the backswing, stop, and then move the mouse back to the left (or right) to start the downswing. Try to follow the same exact straight line.
5. Accelerate through to the point of impact (where the club face strikes the ball), and then click again.

PowerStroke Chipping/Putting

Chips and putts are like full swings, but the length of the backswing is much more important. The clubhead speed is also crucial; so, when chipping or putting, a Tempo Meter is displayed to help you determine how hard you should swing (see FYI 2).

Sand Shots

EXPLOSION SHOT—Typically from a greenside bunker, use a lofted club, swing moderately fast, and hit just behind the ball, allowing the ball to come out softly with a lot of backspin.

PICK SHOT—Typically from a fairway bunker, use the usual club for the distance needed, and pick the ball cleanly off the sand.

To hit a Classic sand shot

1. Execute a normal Classic swing.
2. When hitting from the sand, the swing gauge has a green line at the 6 o'clock position and a yellow line just past it. For an Explosion Shot, click at the green line. For a Pick Shot, click at the yellow line.

To hit a PowerStroke sand shot

1. Execute a normal PowerStroke swing.
2. When hitting from the sand, the swing gauge has a white line at the usual impact point and a yellow line just beyond it. For an Explosion Shot, click at the white line. For a Pick Shot, click at the yellow line.

NOTE
When making sand shots using Classic swing or PowerStroke there are *two* points of impact on the swing gauges. The first, at the usual position, corresponds to 1.5 inches behind the ball; the second is beyond the first and corresponds to the front edge of the ball.

Clean Up
Par 4 | Handicap 6

Rules & Modes of Play

You can really mix it up on #15; there are literally *dozens* of ways to play through. You can Hawk, Wolf, or Scramble. Go by way of Nassau, Stableford, or do it By the Book. It's all fair game in this competitive topic.

NOTE
The default Mode of Play (automatically selected when you Quick Start) is Stroke.

TIP
For more information on any of the MOPs, select it, and then read the text in the Description and Rules of Play boxes.

IMPORTANT!
When you select a skins-based MOP, click the **Set Skins Values** button to assign hole values. Click **Help** in the Assign Hole Values screen for details.

TIP
Under Show, select an option for different categories of MOPs.

To change the mode of play (MOP)

1. On the Main Menu, click **Play Golf**.
2. In the Play Golf screen, click **New Round**.
3. In the New Round screen, under Rules, click **Change**.
4. In the Rules screen, under Current Mode of Play, select a MOP on the Modes of Play menu.

To create your own mode of play

Click **Create**, and then select options from a series of screens to lay out the rules.

To modify an existing mode of play

1. On the Modes of Play menu, click an **MOP**.
2. Click **Clone**. The Clone MOP screen appears.
3. Type a name for your new MOP in the MOP Name box.
4. Type a filename in the Filename box, and then click **OK**.
5. Click **Modify**.
6. Select options from a series of screens to specify the modified rules.

Mulligans & Gimmes

Mulligan—Another attempt at a shot, without penalty. While not sanctioned by the United States Golf Association, Mulligans are commonly allowed in friendly play and can be allowed, disallowed, or capped at your discretion in *Links 2003*.

Gimme—A putt the golfer assumes will be made, so the ball is picked up and one stroke is added to the score. Gimmes are officially allowed only in certain modes of play, such as Match, but can be allowed in any mode of play in *Links 2003*. You may also specify how close a ball must be to the hole to qualify as a Gimme.

To select Mulligan or Gimme options

1. On the Main Menu, click **Play Golf**.
2. In the New Round screen, under Rules, click the appropriate drop-down list.
3. To allow Mulligans, specify how many (1, 2, 5, 10, or Unlimited); to allow Gimmes, specify how close the ball must be to the hole (6 inches, 1 foot, 2 feet, or 4 feet).

NOTE
All Mulligans and Gimmes are recorded on players' scorecards.

FYI
When you Quick Start (see topic 4), Mulligans are unlimited and Gimmes are set to 4 feet.

TIP
To show all Mulligan balls, click the **Menu** tab, click **Preferences**, click **Game Settings**, and then select **Leave Mulligan Balls on Screen**.

Home in One
Par 5 | Handicap 5

Online Play

IMPORTANT!
Links 2003 requires Microsoft® DirectX® 8.1 or higher to play online or network games. Microsoft® Windows® 2000, and Microsoft® Windows XP fully support network games. Microsoft® Windows NT® is not supported by *Links 2003*.

NOTE
To play on the MSN Gaming Zone, you must run Internet Explorer (5.5 or later).

This Topic may look intimidating, but it's a lot easier than you might think (only the #5 handicap). For the adventurous or sociable golfer, it offers a world of possibilities… *literally.* Make a solid connection off the tee and you're virtually there.

Links 2003 Online Play Options

ZONE.COM—Exit *Links 2003* and launch your Web browser to **http://zone.msn.com**, where you can play the **Links 3-Hole Challenge**! See **NOTE**.

THE LINKS TOUR—Participate in the official online Links Tour. It's free!

DIRECT CONNECTION—Play over a LAN with up to seven others.

LINKS® MATCH MAKER—A server dedicated to hosting online Links games, offering features that notify you if your friends are online and allow you to chat with them at any time.

COUNTRY CLUB—Exit *Links 2003* and launch your Web browser to the **Links Country Club** Web site.

To join the Links Tour

1. On the Main Menu, click **Online**.
2. In the Play Online screen, click **The Links Tour**.
3. In the Login screen, type your Tour ID and Password. If you're not a member, click **Join the Tour**. Your Web browser will open a sign-up page for the Links Tour.

To join a game using Links Match Maker

1. On the Main Menu, click **Online**.
2. In the Play Online screen, click **Links Match Maker**.
3. In the Game Listing screen, click **Login**.
4. Type a User Name and Password, and then click **OK**.
5. Under Game Name, click a game to join.
6. Click **Join Game**.

To host a game using Links Match Maker

1. Follow steps 1–4 above, and then click **Host Game**.
2. Specify the Course, Skill Levels, Swing Types, and Rules (MOP), and then click **Next**.
3. After one or more players join your game, click **Start Game**.

E-mail Tournaments

Create .LTS files (specified settings) and e-mail them to friends, who can play simultaneously online or separately offline. Results can be remitted to the host.

To play in an e-mail tournament

1. Double-click the .LTS file attached to the e-mail
   –or–
   On the Main Menu, click **Play Golf**.
2. In the Play Golf screen, click **E-mail Tourney**.
3. Find and select the .LTS file, and then click **Open**.
4. In the E-mail Tournament screen, click **Offline** (to start the round, playing alone), or **Online** (to go to the Links Match Maker screen, see **NOTE**).

TIP
To chat in Links Match Maker, click a name in the Contact window and type a message. To chat with someone not in your contact list, type [ ] around their name to send a message.

TIP
Want to see if your friends are playing? Select **Show Only Games That Have Friends in Them**.

NOTE
To play online with other players in an e-mail tournament, or to meet other players using the same e-mail settings, see **To join a game using Links Match Maker** (this page).

IMPORTANT!
If you want to hold an e-mail tournament on a user-created golf course (see topic 18, "Arnold Palmer Course Designer 1.5") all players must have the same version of the course.

TIP
Setting *Custom Pin Positions* will allow e-mail tournament players to play the same hole locations (see topic 5).

NOTE
As players complete their rounds in the e-mail tournament, results will be sent to the tournament host (or *originator*).

To set up an e-mail tournament

1. On the Main Menu, click **Options**.
2. In the Options screen, click **E-mail Tourney Setup**.
3. Specify the Course, Options, Player Settings, Rules, and Conditions for the tournament (see **TIP**).
4. In the Send Results To box, type the e-mail address you want the tournament results sent to (see **NOTE**).
5. In the E-mail Subject Line box, type a name for your event.
6. Click **Save**.
7. In the Save E-mail Settings dialog, type a filename in the Filename box.
8. Specify the directory where you want to save the file (and don't forget where it is—you'll need to find it later!), and then click **Save**.
9. Exit *Links 2003* and open your e-mail program.
10. Attach the .LTS file to the e-mail(s) and send the invitations.

Links County Club

http://www.linkscountryclub.com is a Web site dedicated to Links players. Chat with other golfers, learn about contests and tournaments, download patches and updates, or chat with and check out courses built by people using the *Arnold Palmer Course Designer* (see topic 18).

Links Career

Summit
Par 3 | Handicap 10

#17 plays longer than any other topic in *Links 2003*; it may also be the most rewarding. A Links career will demand focus and motivation, but the path leads straight to the cup.

To start a Links 2003 career

1. On the Main Menu, click **Links Career**.
2. In the Links Career screen, select your player from the Select Player drop-down list, and then click **Next**.
3. In the Choose Season screen, select a **Season**.
4. In the Select Tournament screen, select a tournament for which you are eligible, and then click **Next**.
5. In the New Round screen, view the settings for the round, and then under Player select a swing type from the drop-down list.
6. Choose to **Play Alone** or **Play with Another Golfer**, and then click **Next**.

Season Manager

Links Career tournaments are grouped in *seasons*. For details on selecting a season to compete in, creating or editing your own season, and so on, open the **Season Manager**, and then click **Help**.

To open the Season Manager

1. On the Main Menu, click **Options**.
2. In the Options screen, under Miscellaneous, click **Season Manager**.

FYI
Your Links career begins in Qualifying (Q) School, and then progresses through Amateur and Semi-Pro tournaments until you eventually reach the Professional ranks and qualify for the Invitationals. For more information on Career Mode, refer to Help (topic: "Career Mode").

TIP
To see your stats, tournament results, and trophies won, click **Player History** in the Links Career screen.

Drawing Board
Par 4 | Handicap 4

Arnold Palmer Course Designer 1.5

IMPORTANT!
Technical support can help you *install* the APCD 1.5, but for instructions on *using* the APCD 1.5, open the online manual (next page). Also, **http://www.linkscountryclub.com** offers links to sites where you can talk to other users and get advice.

TIP
Do you have courses from previous Links versions you'd like to run in *Links 2003*? A course converter file (crx2crz.exe) is stored in the Convert folder in the root directory of both the *Links 2003* CD 2 and CD 3.

The "Home" topic is a fitting finale for *Links 2003*. Here, you can walk in Arnie's footsteps as you design and build the kind of golf course even the King would be proud of. The APCD 1.5 is a tough, demanding tester that richly rewards the daring and creative *course*-maker.

The APCD

The Course Designer is an architectural golf course design tool, based on the same program used to create the Links courses. The APCD is stored on the *Links 2003* CD 3 and requires at minimum the following:

- 400 MHz Pentium II processor
- 128 MB RAM
- 32 MB video card
- 450 MB available hard disk space

To install the APCD

1. Insert the Arnold Palmer Course Designer CD into your CD-ROM drive. If Setup does not run automatically, proceed to Step 2.
2. From your desktop, double-click the **My Computer** icon.
3. In the My Computer window, double-click the CD-ROM drive icon.
4. Click **Install**. Setup will guide you through the installation process.

To start the APCD

1. On the **Start** menu, point to **Programs**, point to **Microsoft Games**, and then point to ***Arnold Palmer Course Designer 1.5***.
2. Click ***Arnold Palmer Course Designer 1.5***.

The APCD Online Manual

An online manual is stored on the *Links 2003* CD 3. This is the same manual written for APCD 1.0; however, a new section has been added specifically for APCD 1.5 containing descriptions of new features, corrections to the manual, and so on. There is also a new file (APCD1_5.pdf, available in English only), containing detailed walkthroughs of two new features in APCD 1.5 (Terrain Type Seam Blending and Two-Texture Blends).

To open the APCD online manual

1. Ensure that you have Adobe Acrobat Reader 5.0 (or higher) installed on your hard drive (see FYI).
2. Insert the Links 2003 CD 3 into your CD-ROM drive.
3. From your desktop, double-click the **My Computer** icon.
4. Right-click the CD-ROM drive icon, and then click **Explore**.
5. Double-click **Manuals**.
6. Double-click **APCD 1.0**.
7. Double-click **APCD.pdf**.

To open APCD1_5.pdf

1. Follow steps 1–4 above.
2. Double-click **APCD1_5.pdf**.

FYI

To install Adobe Acrobat Reader 5.0

1. Insert the Links 2003 CD 1 or CD 3 into the CD-ROM drive.
2. Double-click **My Computer**.
3. Right-click the CD-ROM drive icon, and then click **Explore**.
4. Double-click the **Goodies** folder, and then double-click **ar505enu.exe**. Setup will guide you through the installation.

Copyright © 2001 Adobe Systems Incorporated. All rights reserved. Adobe, Acrobat, and Acrobat Reader are either registered trademarks or trademarks of Adobe Systems Incorporated in the United States and/or other countries.

TIP
If you are connected to a printer, you can print out the APCD online manual.

Links 2003 Glossary

Address ..... The position of the golfer just prior to starting the swing.

Birdie ..... A score of one stroke under par.

Bogie ..... A score of one stroke over par.

Bunker ..... A sand trap.

Cam (Camera) ..... Any window that displays the golf course.

Chip ..... A partial swing used to hit the ball short distances.

Draw ..... For right-handed golfers, a shot that curves slightly to the left.

Drop ..... An option after hitting out-of-bounds or into water, or if the ball is unplayable. Except when dropping off a cart path, there is a one-stroke penalty.

Eagle ..... A score of two strokes under par.

Fade ..... For right-handed golfers, a shot that curves slightly to the right.

Gallery ..... Spectators.

Gimme ..... A putt the golfer assumes will be made, so the ball is picked up and one stroke is added to the score.

Green Hardness/Speed ..... Hardness affects how a ball bounces when it lands on the green; speed determines how fast the ball rolls.

Green in Regulation (GIR) ..... When the ball is on the green with two shots remaining to make par.

Hazard ..... Water, out-of-bounds, roads, and so on.

Hook ..... An extreme Draw.

In-Game Menus ..... The hidden menus located at the bottom of the screen.

Lie ..... The location of the ball and the terrain upon which it comes to rest.

Main Menu ..... The first menu screen displayed. Menu options include: Quick Start, Play Golf, Links Career, Online, Options, Lessons, and Help.

Main Cam ..... The basic game screen, in which you play *Links 2003*.

Match Play ..... Two players (or teams) compete to win the majority of the 18 individual holes. Whoever finishes a hole with fewer strokes wins that hole. Tied holes are not counted.

MOP (Mode of Play) ..... A game type (such as Stroke, Skins, or Match Play).

Mulligan ..... Another attempt at a shot, without penalty.

Par ..... The number of strokes considered necessary to complete a hole in expert play.

Pin ..... The hole on the green. Also referred to as cup, flag, or flagstick.

Pull ..... For right-handed golfers, a straight shot (or putt) hit to the left.

Push ..... For right-handed golfers, a straight shot (or putt) hit to the right.

Putt ..... A shot (usually hit with a putter) in which the ball rolls across the putting surface.

Reading the Green ..... Assessing the undulations on the surface to determine the correct speed and direction of a putt.

Saved Shot ..... A recorded replay of one shot taken within the game.

Skill Level ..... In *Links 2003*, there are four skill levels: Amateur, Professional, Championship, and Elite.

Slice ..... An extreme Fade.

Stroke Play ..... Players total their strokes for the round; the lowest individual score wins.

Swing Type ..... A mouse-driven interface used to execute a swing either by clicking (Classic, Easy Swing), or by sliding the mouse (PowerStroke™, Real Time Swing).

Tees ..... In *Links 2003*, refers to where a player tees off. Typically, blue tees are for advanced players, white tees for amateurs, and red tees for lady golfers.

Credits

Links 2003

Development Lead
Matt Dawson

Design Lead
Mark McArthur

Art Lead
Eric Parkinson

Program Managers
Steve Knopf
Ross Curtin

Test Lead
Russell Jenkins

Configuration Test Lead
Dan Hitchcock

Course Lead
Scott Wright

User Experience Lead
Aaron Conners

Product Manager
Scott Lee

Media Content Lead
Jerry Schroeder

Product Planner
Lanny Nielsen

Lead Planner
Chris Jones

Localization Lead
Victoria Olson

Usability Lead
Tom Fuller

Product Support Lead
Rob Barlow

Motion Capture Lead
Bruce Gil

Animation Lead
Terry Hoganson

Audio Software
Scott Turner

Development
Steve Bodis
Jeremy Carver
Jeff Harward
Russell Hunter
Mark Knight
Danny Lunt
Rich Moore
Kelly Peterson
Matt Smith
Bruce Ward

Art
Roger Chamberlain
Carson Davidson
Corey Day
Matt Dazley
Terry Hoganson
Sam Howard•
Jake Johnson
Rhaelene Lowther
Mike Snyder
Doug Vandegrift
Mike Yurth

Testing
Paul Ashby•
Seth Behunin
Ryan Bisson•
Bruce Darby
Bret Fenton
Ricardo Godina•
David Griffith
Devon Hargraves•
Ron Jenkins
Shawn Johnson•
Sxean Lee-David
Patrick McNeil
Josh Moore
Kelly Murphy•
Chris Okelberry
Tyler Pendleton•
Mike Russell
Jason Wohlfeil
Zach Woolf•
Yaqub Bande, (Configuration)
Jeff Felker, (Configuration)
Eric Johnson, (Configuration)

Manual Design
Jeannie Voirin
Amy Farrington•

Editing
Brent Metcalfe•

Motion Capture
Bill Biggs
Dave Brown
James Slade
Steven Wynn

Content Specialists
Les Oswald
Bradley Beck
Jon Clark

Motion Capture Actors
Sergio Garcia
Jesper Parnevik
Bradley Beck
Terry Hoganson
Laura R. Miner

Arnold Palmer Course Designer 1.5

Program Manager
Thorsten Moeckel

Development
Matt Smith
Parham Mohadjer

Test Team
Ron Jenkins
Chris Okelberry

Salt Lake Games Studio Management

Studio Head
Dave Curtin

Lead Planner
Chris Jones

Group Program Manager
Carl Schnurr

Development Manager
Steven ZoBell

User Experience Manager
Alan Theurer

Test Manager
Kevin Homer

Course Development Manager
John Berven

Art Director
Nathan Larsen

Special Thanks
Mark Yamada
Allen Brockbank
Angela Blue
Karen Wadsworth
James Alger
Thorsten Moeckel
Brandon Wright
TruGolf
Mark Mazzei•
Nate Whitmer•

•Volt •TruGolf

Technical Support Options

For all of our support offerings, visit **http://microsoft.com/support/**.
In Canada, visit **http://microsoft.ca/support/**.
To get started, try the following:

For articles targeted at specific issues, visit the Microsoft Knowledge Base at **http://microsoft.com/support/**.

Get game tips, hints, and help from other experienced users on public newsgroups. You can view a list of newsgroups for Microsoft games at **http://support.microsoft.com/newsgroups**. For more help reading newsgroups, visit **http://support.microsoft.com/support/news/howto/default.asp.**

To work with a Microsoft Support Professional over the Internet, submit your issue at **http://support.microsoft.com/directory/onlinesr.asp**.

For your product's general support policy, visit **http://support.microsoft.com/directory/productsupportoption.asp**.

Phone Support

In the U.S., call (425) 637-9308. In Canada, call (905) 568-3503 (toll charges may apply). These numbers are for technical issues only—do not use them to request game hints, codes, or cheats.

TTY Users

Microsoft text telephone (TTY/TDD) services are available at (425) 635-4948 in Washington State, (800) 892-5234 in the U.S., and (905) 568-9641 in Canada.

Worldwide

Support outside the U.S. and Canada may vary. For regional contact details, visit **http://microsoft.com/support/**.

Conditions

Microsoft's support services are subject to then-current prices, terms, and conditions, which are subject to change without notice.